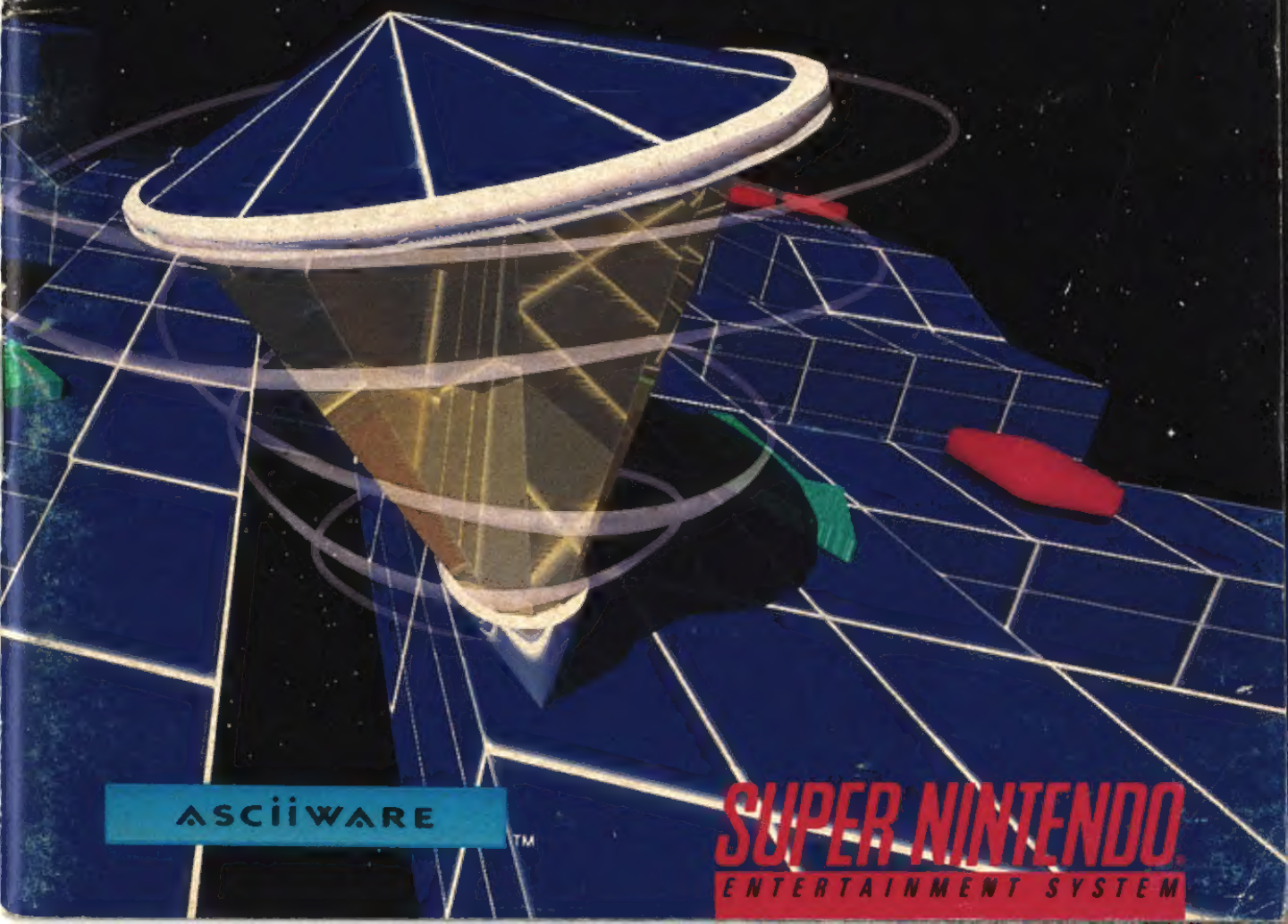
SNS-SX-USA

Spindizzy WORLDS™

EXPLORER'S GUIDE



ASCiiWARE™

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Credits

Writer/Editor ..... Parker A. Davis
Original Story ..... Paul Shirley

Hotline Support System

ASCII Entertainment Software, Inc.
Weekdays 9:00 a.m.– 5:00 p.m.
(Pacific Standard Time)
Telephone: 415-570-7005
P.O. Box 6639
San Mateo, CA 94403

Spindizzy Worlds © 1991 Paul Shirley. All rights reserved. Licensed to Activision. © 1992 ASCII Corporation. Asciiware is a trademark of ASCII Entertainment Software.

LICENSED BY

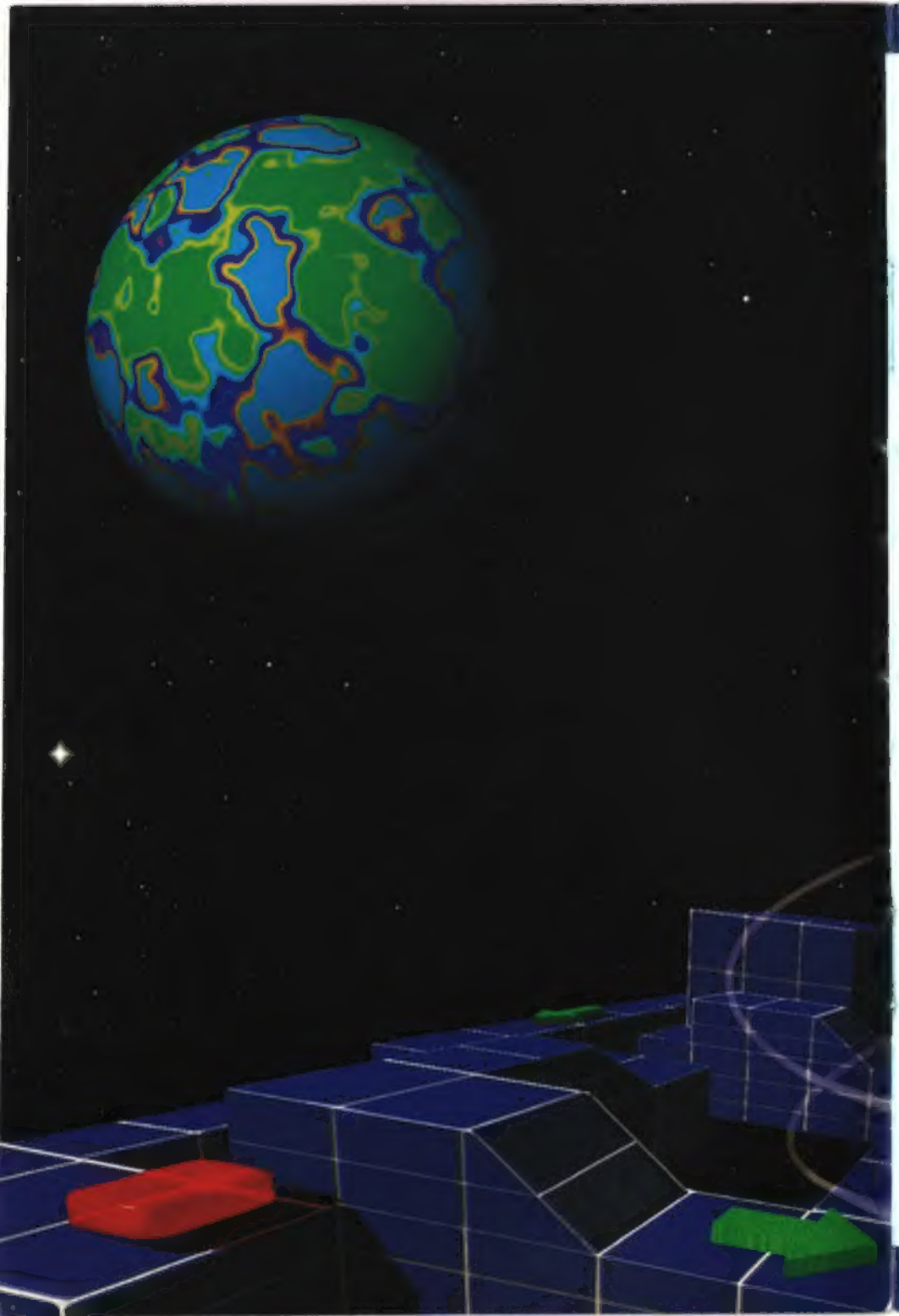
Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Table of Contents

I. The Bigger Bang Theory 3
II. Starting the Game 6
Game Menu 7
Selecting a World 10
III. Methods to the Madness 11
Using the Controller 12
Game Play Screen 14
Basic Skills 14
Game End Options 16
Bonus Levels 12
IV. Cast of Characters 18
GERALD 18
Jewels 19
Switches & Buttons. 20
Devices & Obstacles 21
Aliens & Hazards 21
V. Introduction of Worlds. 24
VI. Techniques 28
VII. General Advice 29
VIII. Password Sheets 30



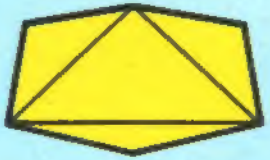
The Bigger Bang Theory

Eons ago, as the swollen belly of a giant red sun suddenly erupted, a great mass of energized stellar matter was strewn into space. Coursing through the stars for millennia, the molten core approached a remote sector of the galaxy at unimaginable speeds. This far-away region, by some cosmic twist of fate, was home to two ancient star systems. For the one known as Beta Twirlinus, a cataclysmic collision was in store. The hurtling stellar core fragment, still burning with a white-hot intensity, was bearing on a direct course. For the other, our own solar system, these events would ironically mark the dawn of hope for another, more distant age.

When it came, the collision of fiery mass and ill-fated star set forth an explosion that lit up the heavens with a blinding light. So brutal was the impact, it sent what was left of the star, along with two clusters of 7 and 23 planets each, spinning out of control in crazy, unnatural orbits. Thus arose the Spindizzy Worlds, sighted for the first time by Terran astronomers in the 23rd Century. Needless to say, the inhabitants of these 30 planets were somewhat disoriented by the whole affair. Stunned from the shock, they remain as dizzy today as the orbits of their worlds.

Discovering the Spindizzy Worlds, with their strange orbits, unique geographic formations, peculiar inhabitants, and spectacular energy stores, was a blessing in disguise. Global shifts in climate, tidal waves and small earthquakes were already being linked to extraterrestrial planetary phenomena ... astrology was making a comeback! In fact, a variety of natural disasters would finally be explained by the bizarre link between these worlds and our own solar system. The basis for this link, however, would remain a mystery for a long while to come.

Now, in the 24th Century, exploration of the Spindizzy Worlds is Earth's only solution to a dire energy crisis. In a time of interplanetary competition (between Earth's League of Nations, the Federated Martian Colonies, and the United Moons of Jupiter), a new supply of energy is our best hope for survival. Telescopic surveys of the Spindizzy Worlds have revealed a vast supply of energy rich jewels on their labyrinthine surfaces. Environmentally sound sources of power, these treasures make cheap imitation jewelry too.



Through the miracle of hyperspace travel, you arrive at the Spindizzy Worlds, at the helm of your refurbished, second-hand GERALD (GEOGRAPHIC ENVIRONMENTAL RECONNAISSANCE and LANDMAPPING DEVICE). Don't be fooled by appearances, though. While it looks like an oversized top - GERALD is no toy! Spinning rapidly, to counteract the wild rotations of the Spindizzy Worlds, it's the only vehicle capable of traversing and mining such hostile surfaces.

Your Mission: save earth from planetwide blackouts and expensive jewelry by collecting as many jewels and energy crystals as you can while exploring all 30 of the Spindizzy Worlds. Remember, GERALD is beamed onto the surface of each world with only a limited supply of liquid fuel. However, thanks to the latest in energy extraction technology, it is able to utilize energy found in the jewels you collect throughout your exploration. Each world contains up to 15 levels where these jewels abound. Nevertheless, the mission will end if the fuel runs out. GERALD uses fuel continuously, so don't dawdle!

Starting the Game

Insert your game pak before turning on your Super Nintendo Entertainment System. The opening sequence will begin, followed by the appearance of the title screen. Pushing the START button during the opening sequence brings up the title screen.

Title Screen

Pushing the START button again will bring up the game menu. If you do not press any buttons, a self-running demo will commence. At this point, jewels, aliens & hazards, switches & buttons, warps and actual gameplay are introduced and demonstrated. Pushing START from the self-running demo brings you back to the game menu. If no buttons are pressed during the self-running demo, the opening sequence will begin again.

GAME MENU

Pressing the START button during the title sequence will produce the following menu of options:

Press the "A" button to make a selection.

CONTINUE THIS GAME – Each time you play, Spindizzy Worlds automatically remembers how many planets you have successfully completed (or whether you started!). When the game is terminated in the middle of game play, or when the game is over, you can start the game from the same planet as many times as you want. However, if you have not started the game yet, it works the same way as "START NEW GAME."

START NEW GAME – Press the "A" button to start a new game. Once this selection is made, you can choose either "EASYDIZZY" or "SPINDIZZY"; this may be done by holding left or right on the Control Pad and then pressing the "A" button. One cluster is easier than the other. Try and guess which one.

After choosing a cluster, you can select from two difficulty levels (beginner or advanced) in the same manner. GERALD is less susceptible to damage in beginner mode.

CHECK PERFORMANCE – Shows the current game state. This will show how many Worlds you have completed so far and how much time you spent finishing them. However, if you start the game with a password, the time taken to complete previous worlds will be "unknown."

WIND BACK WORLD – This selection lets you go back and replay the last planet you completed. Thanks to your Time-Space Resonator, you can go back in time to try for a better fuel rating, or take in that scenic vista just one more time. It may be repeated as often as needed 'backing up' one world each time.

When just starting out, selecting "WIND BACK WORLD" is the same as selecting "START NEW GAME." Also, if a password is used to get to a certain world, you can't go back to the planet that precedes it.

INPUT PASSWORD – After finishing each planet, you will receive an eight (8) letter password (make a note of each one you receive). By inputting these passwords, you can start the game at the worlds to which they correspond (i.e. the world that follows the one you completed to receive a particular password - see password sheet for password order). There are 28 passwords in all.

Use the Control Pad to select the character, and then press "A" to enter it; press "B" to backspace. When an invalid password is entered, a window will say, "It's wrong!" When this happens, press any button and the Password Input Screen will reappear.

SELECTING A WORLD

After choosing whether to play the easy or hard cluster, the Planet Select Screen will appear. Each sphere is a living world, capable of sustaining life as we've never known it. Completed worlds will be removed from your cluster map, allowing access to deeper, more dangerous worlds. You can rotate the cluster with the Control Pad. The name of the nearest world will be shown at the top of the screen. Press the "A" button to land on it. Accessible worlds can be played in any order.

After selecting the game level, the Planet Select screen will appear. Rotate the planets with the Control Pad and move the planet you want to play into the foreground. Press the "A" button and the game will start (some worlds cannot be explored until the outermost planets have been secured).

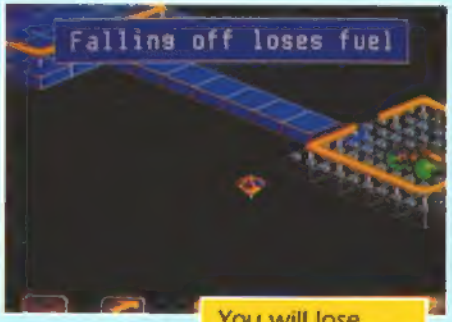
Each world contains up to 15 levels. The screen will show only about 1/10th of a level at a time; the rest of the level scrolls into view as you approach the screen edges. You can move from level to level by moving into warps. Some warps will only appear after all the jewels on a level are collected or after a certain switch is used. Along the way, other tasks may need to be accomplished.

Methods to the Madness

The object of the game is to complete all of the planets in each cluster by collecting jewels and solving puzzles as you explore; all of the planets have several levels apiece. Maintaining your energy supply is of critical importance in this game. By collecting jewels, it can be replenished.

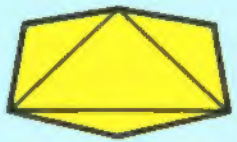
If GERALD is destroyed in the course of the journey, your standard equipment Time-Space Resonator will automatically return you to the point in time-space before it happened. Since time travel requires a great deal of energy, it depletes your fuel supply.

Aliens deplete your energy on contact.

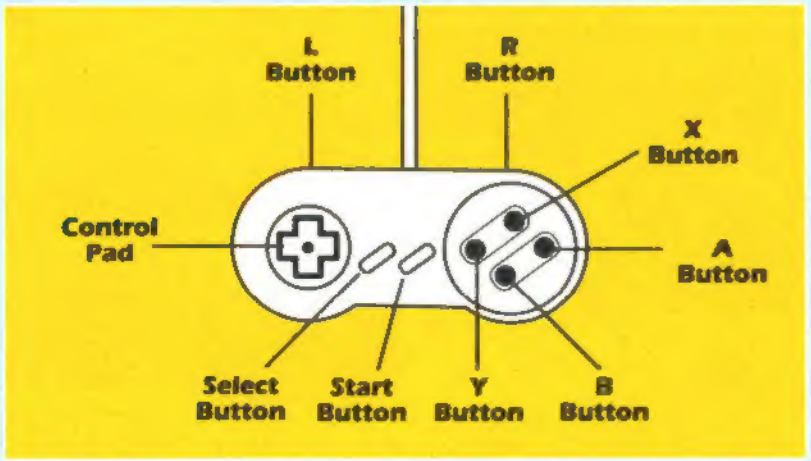


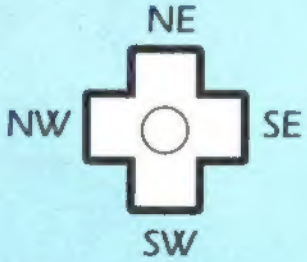
You will lose energy if you fall into an abyss.

GERALD may be destroyed by landing too hard, falling into an abyss, or by touching dangerous objects. Each time GERALD is destroyed, your energy supply will be depleted; making contact with aliens will also drain your fuel. Watch out! GERALD isn't the most fuel efficient vehicle to begin with, and the game ends when it runs out of fuel completely.



USING THE CONTROLLER





CONTROL PAD: Move Northeast by pressing up, Northwest by pressing left, Southwest by pressing down, and Southeast by pressing right.

A BUTTON: Make Menu, World and Level selections/Accelerate.

Y BUTTON: Accelerate.

B BUTTON: Brake.

X BUTTON: Brake.

R BUTTON: Rotate screen 90° clockwise.

L BUTTON: Rotate screen 90° counter-clockwise.

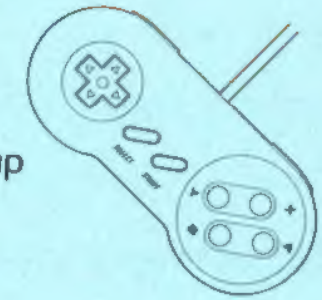
START BUTTON: Pause/Resume game, Display Map (Press the Control Pad arrows to scan level).

SELECT BUTTON: Quit world and return to main menu.

GAME PLAY SCREEN

BASIC SKILLS

Move GERALD in eight different directions with the Control Pad arrows. Pushing up on the Control Pad will move GERALD up and to the right (NE). You may find it useful at first to hold the controller at a 45 degree angle.



GERALD has inertia, so the longer you push, the faster it will move. Use the "A" or "Y" buttons for an extra boost. While going up slopes you may need a boost to make progress. Most surfaces will slow GERALD down by friction (some more than others). You can slow or stop by pushing the Control Pad in the opposite direction of GERALD's motion, or you may use the brakes to stop at once. The "B" or "X" buttons apply the brakes.

GERALD's movement generally follows the laws of physics as it jumps off ramps, falls, climbs slopes, etc. Experiment.

While playing, you may find GERALD is hidden behind some scenery. It is possible to select 4 different viewpoints. Use the "R" or "L" buttons to rotate the view. Sometimes only one viewpoint is available. If so, the view will not change.

GERALD can make a radar scan of the entire level. Press the START button (this will pause the game) and press the Control Pad up, down, left, right or diagonally to see the radar map. Sometimes GERALD'S radar will be jammed, preventing the map function from working.

To pause the game, press the START button; press the START button again to restart.

GAME END OPTIONS

If GERALD completely runs out of time or fuel, the following options may be available:

Use Reserve Fuel – This will appear only if you have enough reserve fuel. If this selection is made, the game will continue at the same level of the planet as if nothing happened; all of your reserve fuel will be used up.

Retry This World – When the game ends, you can select "Retry this world" to restart from the first level of the same planet. Everything is restored to the state it was in when you first started this world. Reserve fuel is untouched. In general, worlds can be retried as often as you like; whether or not it's possible to complete them depends on your initial fuel level.

Abandon This World – If you select "Abandon this world," you can go back to the title screen. From there you can continue with a different world or restart the entire game. If you select "input password," you can start from the first level of the planet to which your password corresponds - even after the power is turned off! (See "Input Password" under the Game Menu subsection of chapter two.)

BONUS LEVELS

At the end of every world is a special bonus level played against time. Collect jewels as fast as possible to refill your fuel tank. The jewels will also help to fill a special reserve fuel tank (for use if your normal supply is exhausted). This reserve supply will allow you to restart from the same level of the planet that the game ended on. There may be other bonus levels hidden in each World...

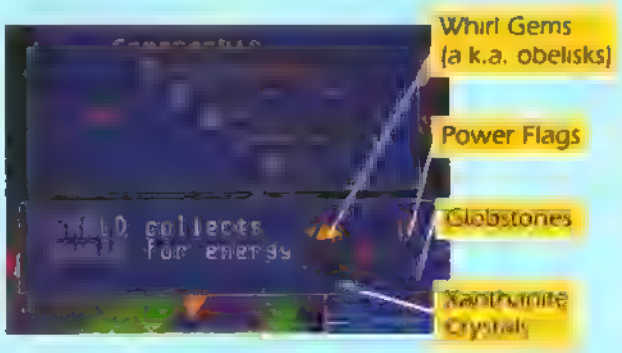
Cast of Characters

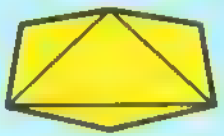
GERALD

A sophisticated culmination of space-age engineering and modern design, the Mark IV GERALD features gyroscopic motors and an enhanced power supply. Its durable ABS construction, designed to complement your Super NES, is made possible through the use of top-secret titanium/silly putty composites. Although GERALD is the latest in hi-tech, it is not invincible. Throughout the game, it may be destroyed many times (as long as you keep finding fuel, it won't matter much).

JEWELS

There are four different kinds of jewels to be found on the surfaces of the Spindizzy Worlds. These otherwise useful items include xanthanite crystals (perfect mood lamps), whirl gems (also used in the production of cheap diamond substitutes), globstones (great for making faux pearls) and power flags. Possible relics from ancient miniature golf courses, these flags provide GERALD with as much energy as the more traditional looking jewels (GERALD will flash red and be protected from aliens when flags are collected at certain times). Try and collect as many of these items as you can.





SWITCHES & BUTTONS

Switches and buttons come in several varieties, and using them is necessary for completing the exploration of the Spindizzy Worlds. They interact with obstacles, devices and each other in various ways. Some activate lifts; others open doors or move obstacles. They may operate differently, depending on the levels you are playing.

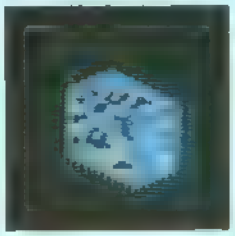
Push Buttons, either square or round, are activated when run over.

Floor Switches are painted on the ground and are also activated when run over.

Binary Switches have two states, and can only be switched on by moving over them in the direction of the arrow. They can be switched off by traveling in the opposite direction of the arrow. They operate independently from other buttons.The binary switches appear dim when "off" and bright when "on."

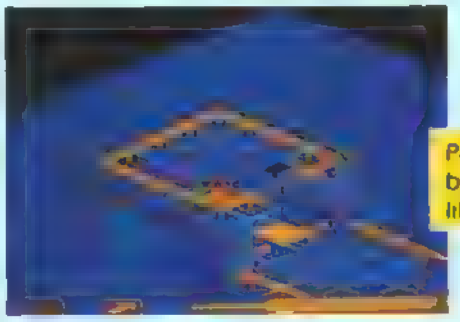
DEVICES & OBSTACLES

Doors – Most doors are normally closed. They will only open by collecting all of the jewels, or by using switches or buttons.



Trampolines – Even GERALD can jump from 3 levels high when using trampolines.

Lifts will move or stop when GERALD runs over certain switches. This works differently depending on which level you are playing, so experiment. You may need to activate lifts in order to get safely to places on different elevations.



Warps – In some levels, you can see the exit warp right from the start.In most levels, though, the exit will not appear until all of the jewels have been collected.

ALIENS & HAZARDS

Many of the objects and creatures found on these worlds are composed of alien elements not unlike anti-matter – contact with them is dangerous and results in the depletion of your fuel supply. Contact with some objects will destroy GERALD (either way – fuel is lost).

Aliens – Bent on disrupting your mission to explore the Spindizzy Worlds, all aliens are dangerous. Noisy aliens are even more dangerous – so avoid them! Among them are vicious waterfowl (trained in combat during the infamous Penguin Wars), deranged Pak Vampires, bouncing dinosaur eggs (great at Easter - great with ham), and living tetrazoids.

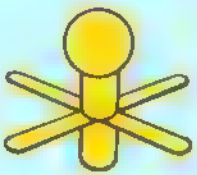
Lava – It burns!

Killer Cones, Coat Rack Things and Poison Pyramids – If you touch them you will be destroyed.

Ice — GERALD does not perform well in cold, slippery places; it will be destroyed by remaining on ice too long.

Glass – As slippery as ice.

Water – GERALD cannot float.



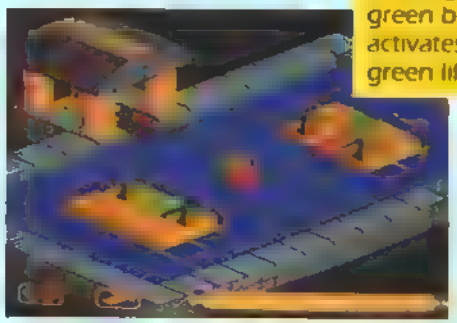
Introduction of Worlds

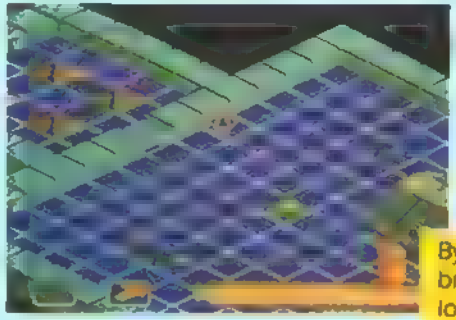
Here is a preview of a few selected worlds. The following hints may be helpful when attempting them.

Tutorial: The tutorial has many levels, but the basic play is the same as on other worlds.

Run over the square blue button and the round yellow one to move the doors. Don't forget the order

Pushing the red button makes the red lift move Pushing the green button activates the green lift





By turning on all three binary switches, you can lower the lift (move with the arrows to turn them on; move against the arrows to turn them off).

Oh, here is the hidden entrance But you need to do something before entering

Gargoyle: After you get the four grey globstones from each corner, push one of the yellow buttons to open the door. Don't touch any of the green buttons on your way out. If you do, the door will close again.

Gargoyle

Next, you need to use your brains. You must push the black button to open a door in another area. But, if you touch the black button again on your way out, the door will close again. By using the blue and red buttons, you can position the lift at just the right height and jump clear over the black button. You will need to use the "A" button on your controller to accelerate as you attempt this clever feat.

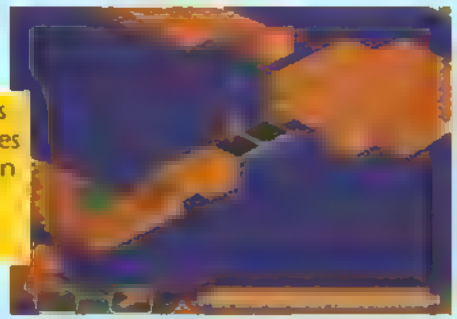
Jump over the black button from the edge of the lift.

The door is open!

Buxton Cat & Sandy Island:

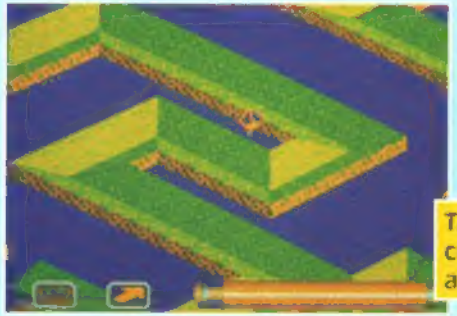
Buxton Cat is one of the easier levels in Spindizzy Worlds This looks like an impossible jump, but it's not.Try to get a fast running start.

This level in Sandy Island has tricky lifts. Good timing makes all the difference. Calm down and take your time. Jump when lifts start moving up



Techniques

Jumping:



Take the short cut by jumping across.

Moving parallel across slopes:

By pressing and holding the Control Pad towards the incline, you can stop on most slopes in Spindizzy Worlds. Then, simultaneously pressing the Control Pad in another direction, you can move across the slope in a parallel direction.

Moving up and down slopes:

It is very difficult to move on complicated slopes. However, using the brake and accelerating at the same time makes such movement easier, if not smoother.

General Advice

There are no deliberate attempts to build 'optical illusions' into the scenery. Wherever possible, what you see is what's really there. Also, the levels have been designed so that you cannot get stuck in impossible situations. Even if you seem stuck, there is probably still a way out.

Think deviously.

Be prepared to make sacrifices.

Look in unusual places.

Look at the clues - Don't assume they mean what you think they do.

Scan the levels ahead of time. Scanning will pause timed levels and give you the breathing space to plan ahead.

Think really deviously!

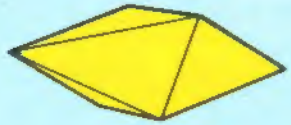
Many challenges await you on these bizarre worlds ... many mysteries are yours to behold. The origins of the countless manmade structures you will find (such as buttons, elevators, ramps, pyramids, tunnels, flags and bridges) are an enigma to be sure. The traps, obstacles and hazards set before you seem to be the work of some intelligence – as if someone were testing you. What's worse, some of the aliens you encounter look ... almost familiar. Beware such tricks and puzzles. They could drive you dizzy!

Spindizzy Password Sheets

Fill These In With New Passwords.

EASYDIZZY

1. Tutorial _____
2. Quadrant 2 _____
3. Ramp Run _____
4. Split Up _____
5. Lavalite _____
6. Gargoyle _____



SPINDIZZY

7. Beginners _____
8. Pak Attack _____
9. Buxton Cat _____
10. Sandy Island _____
11. Grass Hopper _____
12. Water Works _____
13. Ballrace _____
14. Tri Path _____
15. Pyramidea _____
16. Frigia _____
17. Arrow Maze _____
18. Roller-ama _____
19. Tower City _____
20. Castle Quest _____
21. Radima _____
22. MisDirection _____
23. Oily Way _____
24. Water World _____
25. Grass Maze _____
26. Canal Side _____
27. Obelisk Run _____
28. Torture _____

Limited Warranty

ASCII Entertainment Software, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to ASCII or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

ASCII will not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if ASCII has been advised of the possibility of such damages. Some states do not allow the exclusion of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo, CA 94403. (415)570-7005.

When You're Hungry To Win, Reach For The Controller With Some Bite!

Independent Turbo Control
for all buttons provides 20 shots per second for serious fire-power capabilities.

Hands-Free Auto Turbo
lets you fire up to 20 shots per second ***without even pressing a button!***

The Slow Motion Feature
slows down the action and gives you time to master the most difficult games!

In a class all its own, the asciiPad for the Super NES is a requirement for power hungry players. This super controller fires more shots per second than any other control pad and is the only one to combine independent turbo control for all buttons, hands-free auto turbo, and a slow motion feature. At a suggested retail price of $24.95, the asciiPad is the controller of choice for serious gamers.

Choose the asciiPad for Super Selective Turbo Propulsion Power and never go power hungry again.

The Super Controller for the Super NES!

asciiPad™

ASCIIWARE™

ASCII Entertainment Software, Inc.
P.O. Box 6639
San Mateo, CA 94403
415-570-7005

Printed in Japan